



MIRRORS & WINDOWS©2012

Resources and Technology Reference Chart

<p style="text-align: center;">Visual Teaching Package Grades 6-12</p> <p>The Visual Teaching Package <i>provides PowerPoint® activities for Critical Viewing Art Activity, Interactive Graphic Organizers, Word Games, Writing Lectures, and Literary Analysis.</i></p>	
Grade	<p>The PowerPoints® for the Visual Teaching Package are available in two locations: Teacher Resource CD, and mirrorsandwindows.com. All PowerPoints® include lecture notes, and can be edited and personalized. The graphic organizers and PowerPoint® presentations include PDFs of student activities, informational background, or detailed instructions to complete the activities.</p>
<p>6-12</p> <p>Online or CD/DVD</p>	<ul style="list-style-type: none"> • Critical Viewing Art Activities are available for each unit in the textbook. Each activity provides all the tools needed to teach an art criticism lesson that connects a piece of fine art with the theme and/or content of the unit. The activities are presented in PowerPoint® slides, with PDFs of student materials to print and distribute. The slides include color images of the artworks, bullet points, interactive exercises, graphics, animation, audio, and lecture points and notes. The PDFs include background information on the artworks and artists, student worksheets, and detailed instructions for leading the activities. • Graphic Organizers help students develop reading comprehension as well as prewriting and presentation strategies. Over thirty graphic organizers are provided in interactive PowerPoints® for completion online or on an interactive whiteboard, and in PDFs for printing and distribution. Among the models included are an author's purpose chart, K-W-L chart, pro and con chart, Venn diagram, prediction chart, character chart, sensory details chart, time line, plot diagram, main idea map, and word map. • Word Games are interactive activities that help students build their language arts vocabulary while having fun. One game is provided for each unit in the textbook (grades 6-10). Each game is built around a bank of multiple-choice questions based on literary terms and elements covered in the corresponding unit. The questions are presented in popular game show formats, adaptations of golf and baseball, art reveals (in which each correct answer reveals a piece of an image related to the unit), and other unique formats. Graphics, photos, art, animation, and audio add interest and character to the games. • Writing Lectures provides a walk-through of the Writing Workshop found at the end of each unit in the student textbook. Each lecture offers a stepped out process for completing the writing assignment in the workshop. The PowerPoint® lectures include interactive graphic organizers, writing rubrics, revision checklists, student samples of the draft and revise stages, graphics, animation, lecture points, and teaching notes. • Literary Analysis Lectures for grades 6-10 explore the major genres of literature. Separate lectures cover the key literary elements